Nintendo

Nintendo of America Inc.
P.O. Box 957, Redmond, WA 98052 U.S.A.

PRINTED IN JAPAN

# URBAN CHAMPION™

INSTRUCTION BOOKLET

ACTION SERIES

*Look for this seal on all software and accessories for your Nintendo Entertainment System. It represents Nintendo's commitment to bringing you only the highest quality products. Items not carrying this seal have not been approved by Nintendo, and are not guaranteed to meet our standards of excellence in workmanship, reliability and most of all, entertainment value.*

**Thank you for selecting the Nintendo® Entertainment System Urban Champion™ Pak.**

**OBJECT OF THE GAME/GAME DESCRIPTION**

**Don't let the bully of the block push you around. Fight for your right to walk the street. Hit 'em high or hit 'em low, but don't forget to dodge or block his punches. Avoid being taken away by the Police or bonked on the head by a flower pot in your fight to hold your head up high. Spar with the computer bully or with a friend to see who's the toughest on the block.**

Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

## 1. PRECAUTIONS

1) This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
2) Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
3) Do not clean with benzene, paint thinner, alcohol or other such solvents.

**Note:** In the interest of product improvement, Nintendo Entertainment System specifications and design are subject to change without prior notice.

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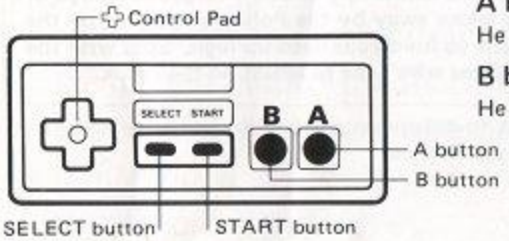
## 2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

**Controller 1** – For playing alone.
**Controller 2** – For second player in 2 player games.

### Controller 1/Controller 2




### A button

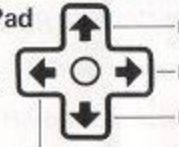
He Punches Quickly With Weak Force.

### B button

He Punches Slowly With Strong Force.

### Control Pad

**Moves Fighter.**



- He Guards His Face and can Throw a Punch to the Face.
- He Advances Forward.
- He Guards His Body and can Throw a Punch to the Body.
- Dodge or Press Continuously to Retreat.

* Advance and Dodge are Reversed for Controller 2 (2 Player Game)
* Select and Start Buttons Are Not Used on Controller 2.



SELECT and START buttons are functional on **Controller 1 ONLY.**

### SELECT button

Press this button during the demonstration sequence to recall the game menu.
Press this button again to move the arrow (▬▲) to the game you wish to select:
Game A – Vs. Computer
Game B – 2 Player Game
The Select button will not work once the game has begun.

### START button

Press this button to begin.
**Pause:**
If you wish to interrupt play in the middle of a game, press the Start button. The pause tone will sound and the game will stop. Press the Start button again when you wish to continue playing. The game will continue where you left off.

* The Top Round score will reset to 1 if the reset button (on the control deck) is pressed or the power is turned off.
* Use Controller 1 for 1 Player games vs. computer.
* Use Controllers 1 and 2 for 2 Player games.

## 3. HOW TO PLAY

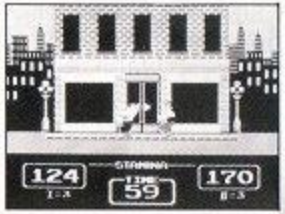
Throw punches, and try to force your opponent back to the very edge of the screen. If you are knocked into the manhole, the game is over and the winner is showered with confetti.

### [1 player]

The computer is your opponent. (The computer operates the fighter on the right of the screen).
If you lose three rounds, the game is over. Use controller 1 to operate the controller on the left.

### [2 players]

The players fight against each other. Use controller 1 for the player on the left and controller 2 for the player on the right.
The first player to win 3 rounds wins the game.

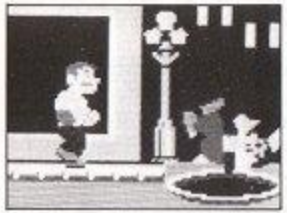



- **Game Start**
  You start off with 200 stamina points and a time of 99.
- Use the upper and lower stance positions on the Control Pad ( ✥ ) and the punch buttons (A and B) to punch where your opponent is not guarded. Force him back to the edge of the screen.
- If you are pushed to the edge of the screen and tumble off, you lose that round. Fight again on the next round.

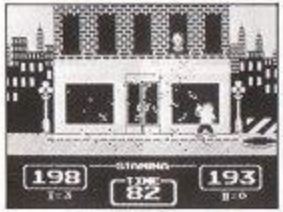
- Flower pots may be thrown from an upper window. If one of these hits you, your stamina decreases by 5 points. Your opponent can easily knock you down while you are stunned.

- Occasionally, a patrol car comes around to check on things.

- If the fight lasts too long and time runs out, the patrol car comes along and takes away whoever is losing the round (the one who has been pushed back the furthest toward the edge of the screen). The player who is taken away loses the round.



• When there is only one player left, the manhole cover at the edge of the screen opens. If the player falls in, the game is over.




• The winner is showered with confetti.



## COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio–TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

# MEMO

## 90-DAY LIMITED WARRANTY NINTENDO GAME PAKS

**90-DAY LIMITED WARRANTY:**

Nintendo of America Inc. ("Nintendo") warrants to the original consumer purchaser that this Nintendo Game Pak ("PAK") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Nintendo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Nintendo Consumer Service Department of the problem requiring warranty service by calling: Outside Washington State (800) 422-2602, or Inside Washington State (206) 882-2040. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Nintendo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

   Nintendo of America Inc.
   NES Consumer Service Department
   4820 – 150th Avenue N.E.
   Redmond, WA 98052

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

**REPAIRS AFTER EXPIRATION OF WARRANTY:**

If the PAK develops a problem after the 90-day warranty period, you may contact the Nintendo Consumer Service Department at the phone number noted above. If the Nintendo service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK freight prepaid to Nintendo, enclosing a check or money order for $10.00 payable to Nintendo of America Inc. Nintendo will, at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $10.00 payment refunded.

**WARRANTY LIMITATIONS:**

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL NINTENDO BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations and exclusion may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.